

Amendments to Claims

1. (Currently Amended) A software system, comprising:  
latch layer having a latch object for each of a set of control points of a hardware system, each latch object providing a common interface in the software system for accessing the corresponding control point and each latch object providing a locking mechanism around a physical address associated with the corresponding control point;  
and  
hardware control layer having a hardware control object for each of a set of sub-portions of the hardware system, each hardware control object for coordinating accesses to the control points of the corresponding sub-portion through the latch layer.
2. (Cancelled) The software system of claim 1, wherein each latch object includes a locking mechanism for the corresponding control point.
3. (Original) The software system of claim 1, wherein each latch object is controlled by only one of the hardware control objects.
4. (Original) The software system of claim 1, wherein each latch object includes a method which is adapted to alter a value applied to the corresponding control point according to a hardware implementation of the corresponding control point.
5. (Original) The software system of claim 1, wherein each hardware control object is adapted to handle interdependencies among the corresponding control points.
6. (Original) The software system of claim 1, further

comprising an access layer having an access object for each of a set of groupings of the sub-portions, each access object coordinating accesses to the corresponding grouping of the sub-portions.

7. (Original) The software system of claim 6, wherein each access object is adapted to handle interdependencies among the sub-portions of the corresponding grouping of the sub-portions.

8. (Original) The software system of claim 6, wherein each hardware control object is controlled by only one of the access objects.

9. (Original) The software system of claim 6, further comprising an orchestration layer having an orchestration object for each of a set of functional features of the hardware system, each orchestration object providing a common interface in the software system for accessing a corresponding grouping of the access objects which are associated with the corresponding functional feature.

10. (Original) The software system of claim 9, wherein each orchestration object is adapted to handle interdependencies among the access objects of the corresponding grouping of the access objects.

11. (Original) The software system of claim 9, wherein each access object is controlled by one or more of the orchestration objects.

12. (Original) The software system of claim 9, wherein each orchestration object controls one or more of the other orchestration objects.

13. (New) A method for controlling a hardware system, comprising:

providing a common interface in a software system for each of a set of control points of the hardware system, each common interface including a locking mechanism around a physical address associated with the corresponding control point; and

coordinating accesses to the common interfaces for the control points of each of a set of sub-portions of the hardware system.

14. (New) The method of claim 13, wherein providing a common interface includes providing a method which is adapted to alter a value applied to the corresponding control point according to a hardware implementation of the corresponding control point.

15. (New) The method of claim 13, wherein coordinating accesses includes coordinating interdependencies among the control points.

16. (New) The method of claim 13, wherein coordinating accesses includes coordinating accesses among a set of groupings of the sub-portions.

17. (New) The method of claim 16, wherein coordinating accesses further includes coordinating interdependencies among the sub-portions of the corresponding groupings of the sub-portions.

18. (New) The method of claim 16, wherein coordinating accesses further includes coordinating accesses associated with each of a set of functional features of the hardware system.